



Pow! Punch that conniving koala bear before he throws a ripe banana in your path. Grab some sweet cherries and dodge the twirling boomerangs. Save the baby kangaroo and ring the bell at the clubhouse . . . Jumpin' Jimmy has his work cut out for him as our hero of the outback tackles a treasure hunt on the whackiest golf course in the world. JUMPIN' JIMMY can be enjoyed by 1 to 4 players and has different levels of difficulty. JUMPIN' JIMMY is a superb rendition of "jumping and collecting" arcade games. It has finely detailed scrolling graphics, a good dose of humour, and superb music and sound effects.

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# JUMPIN' JIMMY

**MIDAS**

CBM 64/128

## JUMPIN' JIMMY

To load: SHIFT/RUN STOP. The program will then automatically load. You will then be presented with a menu page. F/1 Key is non-operational on the cassette version of Jumpin' Jimmy.

**Loading** - When loading on a 128/128D machine always remember to leave the CAPS LOCK key constantly depressed. Press the F/3 key to select from 1-4 players. Press the F/5 key to begin play on one of the more difficult levels. Press F/7 to begin. As the level loads, clues will appear on the screen. When you are ready to begin play, wipe the sweat from your palms and leap onto the play field. Any joystick movement will cause Jimmy to jump from his corner. Jimmy will come to rest on the first platform he encounters. If you don't like the place where he is about to land, pressing the fire button will transport him back to his corner. This must be done before landing and becomes especially important in the advanced levels. Upon landing, Jimmy will take on a shimmering appearance, meaning that he is temporarily invulnerable to attack. This permits you to get your bearings and allows any dangerous animals that might be too near to move out of the way.

The top part of the screen displays a 'radar' image of the play field. Yellow dots indicate treasures, all of which must be collected in order to complete the level. Red dots denote menacing creatures, which must be avoided or punched into momentary unconsciousness. The boundaries of the scrolling window are marked by orange arrows. The black squares to the right indicate how many lives Jimmy has remaining. The lower part of the screen is the status area and tells you which player is in action, the current score and the level that you are on.

Every object that moves has significance to the game; some are treasures which will score points, and some are action characters which affect play in a unique way.

Jimmy is quite agile. Use the joystick to move him in 8 different ways; down for ducking, up for jumping straight up, left and right for walking in those directions, and diagonally up or down, left and right. In addition, Jimmy can box! Press the fire button to throw a punch. This talent can be used to knock out an animal for a few seconds in order to pass it. If you are in a region where the treasures are out of reach, walk beneath them and jump up and down until they have shaken loose. Punch them when they are just above and in front of you. Punching any flying fruit that has been tossed by an animal will net you bonus points, but watch out for the boomerangs and poison darts. Jimmy is also capable of throwing a punch in the middle of a jump. Sometimes this is the only way to jump onto a platform guarded by a conniving koala bear. As you move amidst the jeering, jumping creatures, you are bound to get caught with your gloves down. This is not the end of the world for our hero. If Jimmy should be run down by a sneering snake, he will be knocked out for a while, but he will recover in a second or two. On the other hand, colliding with any moving object in mid jump is highly dangerous. Think fast and look before you leap are the keys to success for JUMPIN' JIMMY.

One last item of note: if you should wish to quit play and begin anew, press the Q key to return to the title screen and the options menu. Best of luck Sport!